

TechnoMaster

Adobe After Effects

Duration: 40 Hrs (Changeable) | Fees: Individual / Batch

TRAINING BY INDUSTRY EXPERTS

Since 2007, Nestsoft TechnoMaster has been providing training and internships in IT technologies, both online and offline. We have given internships, training, and seminars to more than 25,000 students and achieved more success stories. **We offer 100% placement support through JobsNEAR.in**

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Syllabus Contd..

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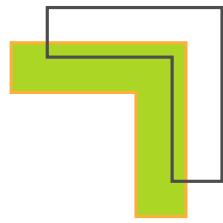
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MODULE 1: Fundamentals of Motion Graphics

- * RGB Color Model
- * Frame Size
- * Resolution
- * Pixel Aspect Ratio
- * Alpha Channels
- * Frame Rate
- * Time Code
- * Interpreting Footage

MODULE 2: Getting to Know the Workflow

- * How After Effects Works
- * Overview of panels
- * Creating a project and importing footage
- * Creating a composition and arranging layers
- * Adding effects and modifying layer properties
- * Animating the composition
- * Previewing your work
- * Optimizing performance in After Effects
- * Customizing workspaces
- * Controlling the brightness of the user interface
- * Finding resources for using After Effects

Presets

MODULE 3: Creating a Basic Animation Using Effects and

- * Importing footage using Adobe Bridge



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- * Importing video clips
- * Importing stills
- * Importing a sequence of stills (interpreting)
- * Importing multilayered photoshop and illustrator files
- * Creating a new composition
- * Applying effects to a layer
- * Changing parameters globally
- * Creating keyframes
- * Keyframe interpolation: auto, continuous, and Bezier interpolation
- * Temporal and spatial Interpolation
- * Roving in time for spatial properties
- * Creating and applying an animation preset
- * Previewing your work

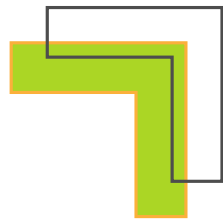
MODULE 4: Working With Masks

- * About masks
- * Creating a mask with the Pen tool
- * Editing a mask
- * Feathering the edges of a mask
- * Replacing the content of the mask
- * Mask interpolation
- * Using masks from Illustrator and Photoshop
- * Masks for spatial keyframes



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MODULE 5: Animating Text

- * About text layers
- * Creating and formatting point text vs paragraph text
- * Using a text animation preset
- * Text on a path
- * Animating imported Photoshop text
- * Animating text using a path animation preset
- * Using a text animators
- * Adding properties
- * Adding a range selector
- * Using a text animator group

MODULE 6: Working with Shape Layers

- * Adding a shape layer
- * Creating custom shapes
- * Creating stars
- * Default properties of shape layers
- * Add properties
- * Creating Groups
- * Stack your shapes & properties
- * Using Brainstorm to experiment

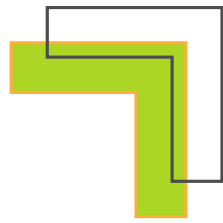
MODULE 7: Other Effects

- * Time remapping



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- * Motion sketch
- * The smoother
- * The wiggler
- * Auto orient
- * Splitting a layer
- * Adjustment layers
- * The effects and presets panel

MODULE 8: Distorting Objects with the Puppet Tools

- * About the Puppet tools
- * Adding Deform pins
- * Defining areas of overlap
- * Stiffening an area
- * Animating pin positions
- * Recording animation

MODULE 9: Rendering and Output

- * Creating templates for the Render Queue
- * Exporting using the Render Queue
- * Rendering movies with Adobe Media Encoder

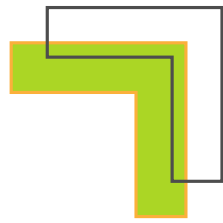
MODULE 10: Transfer Controls

- * Understanding Layer Blending Modes and how to change those using shortcuts
- * Using Track Mattes



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- * Understanding precomposing and nesting
- * Stencil and Silhouette
- * Preserve Transparency